

IN THE CLAIMS

Please amend the claims as follows.

1-5. (Canceled)

6. (Previously Presented) A method comprising:

- acquiring a graphical user interface object including associated texture;
- generating one or more shifted instances of the associated texture;
- blending the one or more shifted instances of the associated texture to produce a blended texture;
- shifting the blended texture to obtain a blended and shifted texture;
- applying the blended and shifted texture to the graphical user interface object to create a graphical user object;
- blending the graphical user object with a background; and
- displaying in succession the blended and shifted textures as applied to the graphical user object to create the illusion of motion.

7. (Original) The method of claim 6, wherein acquiring a graphical user interface object comprises acquiring a graphical user interface window.

8. (Previously Presented) The method of claim 7, wherein blending the graphical user object with the background comprises blending the graphical user interface window with one or more background windows.

9. (Previously Presented) The method of claim 8, wherein blending the graphical user interface window with one or more background windows comprises blending the graphical user interface window with one or more web page windows.

10. (Original) The method of claim 6, wherein blending the graphical user object with the background comprises adding the graphical user object to the background.

11. (Previously Presented) A machine readable medium having machine executable instructions for performing a method comprising:

- acquiring a graphical user interface object including associated texture;
- generating one or more shifted instances of the associated texture;
- blending the one or more shifted instances of the associated texture to produce a blended texture;
- shifting the blended texture to obtain a blended and shifted texture;
- applying the blended and shifted texture to the graphical user interface object to create a graphical user object;
- blending the graphical user object with a background; and
- displaying in succession the blended and shifted textures as applied to the graphical user object to create the illusion of motion.

12. (Previously Presented) The machine readable medium having machine executable instructions for performing the method of claim 11, further comprising displaying the blended graphical user object on a visual display.

13. (Previously Presented) The machine readable medium having machine executable instructions for performing the method of claim 11, wherein blending the graphical user object with a background includes the background comprising one or word processing windows.

14. (Previously Presented) The machine readable medium having machine executable instructions for performing the method of claim 11, further comprising displaying the blended graphical user object with a background.

15. (Previously Presented) The machine readable medium having machine executable instructions for performing the method of claim 14, wherein displaying the blended graphical

user object with a background comprises displaying the blended object with a background on a communication device.

16-20. (Canceled)